5.3 IMPERIAL NAVY

The following section provides information that will allow you to use Imperial Navy spacecraft and aircraft in your games of Epic. Imperial navy units can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Imperial Navy formations have an initiative rating of 2+.

The Imperial Fleet is a vital factor in the maintenance of the Imperium; without it human worlds would be isolated from each other and the protection of the Imperium. All shipping within the Imperium, apart from a few ships belonging to the Space Marines and Adeptus organisations, falls under the jurisdiction of the fleet.

Part of the massive upheaval that followed the Horus Heresy was the ascendancy gained by the Imperial Navy. No longer would one commander have the ability to lead his forces between the stars. Instead the regiments of the Imperial Guard rely on the Imperial fleet to transport them to the war zone, and then to provide them supporting fire from orbit above the planet. In addition both Imperial Guard and Space Marine formations rely on Imperial Navy Thunderbolt fighters and Marauder bombers to provide their ground troops with the bulk of their air support.

BATTLEFLEET GOTHIC

There is not the time or space (no pun intended!) to go into detail about the Imperial Navy in this book. Players that are interested in knowing more about the Imperial fleet and the ships that make it up are directed towards Epic's sister game Battlefleet Gothic. This game includes rules and background allowing players to fight out full-sized fleet actions. By combining Epic and Battlefleeet Gothic it is possible to fight campaigns that rage over an entire sector of the galaxy!

IMPERIAL NAVY EMPEROR CLASS BATTLESHIP

The Emperor Class is a flagship of the Imperial Navy with a heritage that spans millennia. Originally part of Battlefleet Obscuras, the Gryphonne Probatii saw action during the Gothic War as part of operation 'fell hand' to retake the Blackstone Fortress at Shindlegeist, but was crippled during the three day battle against Abaddon's fleet. Docked for repairs that took close to a decade, the Probatii was returned to Obscuras where it served out under several generations of captain as the flagship for the Iderion Worlds Crusade force leading the Imperial forces to victory forty years later. Refitted with new launch bays and a further two complements of bombers the Gryphonne Probatii was despatched two hundred years later along with her sister ship 'Inomine Veritas' to lead a strike force against Ghazghkull's fleet in Armageddon. Arriving eighty days after the initial invasion both the Probatii and the Veritas formed the backbone of Admiral Parol's defence of the Armageddon sector.

IMPERIAL NAVY EMPEROR CLASS BATTLESHIP

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	8BP	

Notes: Slow and steady – may not be used on turns one and two of a battle unless the scenario specirically states otherwise.

IMPERIAL NAVY LUNA CLASS CRUISER

The straightforward and uncomplicated design of the Lunar Class Cruiser means that it is easy to build and maintain, andf this has made it one of the most numerous capital ships in the battlefleets of the Imperial Navy. With a mix of torpedo bays, lances and heavy weapon batteries, the Lunar class is equally capable of both escort and assault operations. Of the fifteen squadrons that made up Admiral Parol's battlegroup, over a third of the ships were of the Lunar class, including the 'Sceptre of Hagia' and the 'Renown', both ships responsible for the successful ambush and destruction of the Ork Kroozer 'Hamma'. Reinforced by Endeavour class Light Cruisers and Falchion class Escorts from the Voss shipyards, the Lunar class Cruiser has taken the lead in offensive against the Ork fleets assaulting Armageddon.

IMPERIAL NAVY LUNA CLASS CRUISER

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
Orbital Bombardment	n/a	3BP	
Pin-point attack	n/a	MW2+	Titan Killer (D3)

IMPERIAL NAVY THUNDERBOLT FIGHTER

Thunderbolts are useful both as interceptors and as ground attack aircraft. When Ghazghkull launched his attack on Armageddon, it was the squadrons of the Imperial Navy that bore the initial brunt and suffered ruinous losses. Of the one hundred and eighteen Thunderbolt squadrons launched by the Navy less than thirty returned after the initial sorties. Well trained and armed, the Thunderbolt pilots were simply no mach for the sheer number of craft launched by the Ork fleet who were able to put out swarms of flyers like flies. Realising that they were involved in a war of attrition that could not be won by the Imperium, Admiral Parol was forced to withdraw the fleet and re-assign as many of the surviving squadrons as he could spare to ground bases and fields on Armageddon itself. Throughout the war, Thunderbolt squadrons continued to maul the Ork air assaults and were often the only thing stopping the Orks achieving complete air dominance.

IMPERIAL NAVY THUNDERBOLT FIGHTER (Bakka Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Figter-bomber	6+	n/a	n/a

Weapon	Range	Firepower	Notes
StormBolters	15cm	AP4+/AA5+	Fixed Forward Fire Arc
Multilaser	30cm	AP5+/AT6+/AA5+	Fixed Forward Fire Arc
Underwing Rockets	30cm	AT4+	Fixed Forward Fire Arc

IMPERIAL NAVY MARAUDER BOMBER

Having faced almost complete destruction by the Ork Fighta Squadrons during the Armageddon Air War, the shattered remains of the Imperial Navy's Bomber Wings were salvaged and reformed into several operational ground attack formations. Facing death on a daily basis the surviving Marauder crews displayed a spirit of grim determination that won admiration of their brothers on the ground. Operating mainly without the benefit of fighter support and flying at night the Marauder squadrons punished the Orks hard for their earlier victories. With a life expectancy measured almost in days, the bombers nevertheless kept flying and at the turn of the war they were finally given the opportunity for revenge. As the news of Ghazghkull's fleet breaking orbit reached Admiral Parol, permission was finally granted for an all out air offensive on the Netheria Peninsula and the capture of the infamous "Orkwick Airfield".

IMPERIAL NAVY MARAUDER BOMBER (Cypra Mundi Pattern)

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	n/a	n/a

Weapon	Range	Firepower	Notes
2 x Twin Heavy Bolters	30cm	AA5+	-
Twin Lascannon	45cm	AT4+/AA4+	Fixed Forward Fire Arc
Bomb racks	15cm	2BP	Fixed Forward Fire Arc